
CONTENTS OF VOLUME 16 (1986) OF SIMULATION/GAMES FOR LEARNING

A complete cumulative contents list of Volumes 1-6 appeared on pages 31 ff of Volume 7 Number 1 (Spring 1977). However, Volumes 1-4 are no longer available as back numbers. They are covered by an anthology in book form entitled Aspects of Simulation and Gaming edited by J Megarry (Kogan Page, 1977). The cumulative contents of Volumes 5-12 were published on pages 190 ff of Volume 12 Number 4 (Winter 1982). Subsequent contents lists have been published as follows:

Contents of Volume 13 pages 190-191 of Volume 13 Number 4

Contents of Volume 14 pages 192-193 of Volume 14 Number 4

Contents of Volume 15 pages 190-191 of Volume 15 Number 4

SAGSET publishes separately a full list of all articles and reviews of simulation/games and books which is available free to members and which can be obtained from the Society's Administrative Secretary, Gwyneth Barnwell, Centre for Extension Studies, University of Technology, Loughborough, Leics LE11 3TU, England.

The following list includes only the contents of Volume 16.

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| Barnett, T | An investigation of the significance of personality factors to individual children's perceptions of simulations and games 16 1: 12-26 |
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Gibbs, G	Who needs facilitators? Designing do-it-yourself workshops 16 4: 180-193
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Thatcher, D	Promoting learning through games and simulations 16 4: 144-154
Wilson, T	Introducing business concepts through the medium of gaming: a case study 16 2: 61-67

Reviews of simulation/games and books

Book reviews (not book notes or acknowledgements) and simulation/game reviews are listed. They are distinguishable in that titles printed wholly in upper case are of simulations or games, not books.

Title	Author	Reviewer	Reference
Designing Your Own Simulations	Ken Jones	Danny Saunders	16 2: 89-91
Exploring Enterprise: School and Business Perspectives	Duncan Smith and Richard Wootton	Donald Thatcher	16 4: 198-200
Games for Social and Life Skills	Tim Bond	Jack Lonergan	16 4: 197-198
Handbook of Management Games	Chris Elgood	Lynton Gray	16 1: 40-41
HIEROPHANT'S HEAVEN	Rachael Kohn and Stephen Kent	Terry Walker	16 1: 42-43
Look, No Words! A guide to text-free materials which can be used for teaching any language	Deborah Manley	June Robinson	16 4: 200-201
Management Games for Building, Volume 1: Case Studies and Role Playing	David Aston	Morry van Ments	16 2: 88-89